

REMARKS

Applicant respectfully requests reconsideration and allowance of the subject application.

35 U.S.C. § 103

Claims 1, 5, and 69 stand rejected under 35 U.S.C. §103(a) as being unpatentable over U.S. Patent Application Publication No. US 2001/0004609 to Walker et al. (hereinafter "Walker"). Applicant respectfully submits that claims 1, 5, and 69 are patentable over Walker.

Walker discloses:

A method and a system for a distributed electronic tournament system in which many remotely located players participate in a tournament through input/output devices connected to a central controller which manages the tournament. The method includes the steps of (a) uniquely identifying a player communicating with the central controller via an associated input/output device; (b) responding to payment of an entry fee by the player for allowing the player to participate in a tournament occurring within a fixed time window via an associated input/output device; (c) accessing a database to store in the database player information that is generated as the player participates in the tournament, such information being available for use in a subsequent tournament, which is administered by said controller and in which the player participates; and (d) awarding the player a prize for achieving a pre-established performance level in the tournament. In another preferred embodiment, the method further includes the steps of determining whether the player has been qualified to advance to a subsequent game session, in which at least one player is eliminated from the previous game session; and permitting each player qualified to a subsequent game session to participate in that game session. The system includes software and hardware to implement the method steps. (Walker Abstract).

Additionally, Walker states “It provides numerous advantages over existing tournament systems; such as simplifying the collection of entry fees and the payment of prizes, as well as allowing for rating and handicap systems.” (Page 2, paragraph 0021).

Claim 1 of the present application recites:

A method comprising:
initiating an online gaming activity from a gaming system with multiple users; and
authenticating the multiple users together in a single request/reply exchange with an authentication entity.

Thus, claim 1 recites “initiating an online gaming activity from a gaming system with multiple users; and authenticating the multiple users together in a single request/reply....” (emphasis added). Applicant respectfully submits that the Walker reference fails to disclose or suggest authenticating multiple users as recited in claim 1. The current Office Action cites paragraph 0045 of Walker as disclosing authentication of users. Applicant submits that the cited paragraph 0045 does not disclose authentication of users. Instead, paragraph 0045 of Walker discusses “identification” of users, not “authentication” of users. Paragraph 0045 of Walker states, in part:

The player enters 302 a unique identifier through the associated I/O device. The identifier is assigned by the central controller or chosen by the player.... The unique identifier is then communicated 304 to the central controller via the communication network. The central controller accesses 306 a database and searches 308 the records to determine whether or not the identifier already exists. If the record already exists, the player is identified 310; when the record does not already exist the registration process 312 begins in which the player enters 314 information such as name, age, address, payment preferences, etc.

Throughout paragraph 0045, Walker refers to an “identifier” used to identify the player. If a player has not previously registered (i.e., the identifier is not in a database), then the system performs a registration process. This “identification” process is not an authentication process. In contrast, an authentication process ensures that the person is who they claim to be. Paragraph 0045 of Walker fails to make any mention of an authentication process.

Furthermore, Walker fails to disclose or suggest “authenticating the multiple users together in a single request/reply exchange with an authentication entity”, as recited in claim 1. However, the Office Action alleges that “it would have been obvious to a person of ordinary skill in the art to consolidate the authentication of all the players of a single request/reply exchange. One of ordinary skill in the art would have been motivated to do this because it would reduce the amount of communication required to authenticate the players in a game and therefore make the authentication faster”. (Office Action, Page 3). Applicant respectfully disagrees with this allegation. As discussed above, Walker discusses “identification” rather than “authentication”. Additionally, Walker fails to provide any suggestion to authenticate multiple users in a single request/reply exchange. The Office Action improperly uses the teachings of the present application to remedy the deficiencies of Walker.

Thus, Walker fails to disclose or suggest the elements of claim 1. Accordingly, for at least these reasons, Applicant respectfully submits that claim 1 is patentable over Walker. Given that claim 5 depends from claim 1, Applicant respectfully submits that claim 5 is likewise allowable over Walker for at least the reasons discussed above.

Claim 69 of the present application recites:

A game console, comprising:
a memory; and
a processor coupled to the memory, the processor being configured to obtain authentication of multiple users of the game console together in a single request/reply exchange with an authentication entity.

Thus, claim 69 recites a game console having a processor that obtains authentication of multiple users in a single request/reply exchange. For the reasons discussed above with respect to claim 1, Applicant submits that claim 69 is patentable over Walker.

Claims 1-4, 6-44, 59-68, and 70-74 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Walker in view of Stallings (Cryptography and Network Security: Principles and Practice, Second Edition). Applicant respectfully submits that claims 1-4, 6-44, 59-68, and 70-74 are patentable over Walker in view of Stallings.

Stallings discloses the operation of an example Kerberos environment. However, the Stallings reference does not remedy the deficiencies of Walker noted above with respect to claim 1. As discussed above, Walker fails to disclose or suggest authenticating multiple users as recited in claim 1. Although Stallings discusses authentication, the Stallings reference fails to disclose authenticating multiple users of a gaming system in a single request/reply exchange. Further, Stallings makes no suggestion to authenticate multiple game system users in a single request/reply exchange. Additionally, the combination of Walker and

Stallings fails to disclose or suggest authenticating multiple users in the manner recited in claim 1.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 1 is patentable over Walker in view of Stallings. Given that claims 2-4 depend from claim 1, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 6 of the present application recites:

A method comprising:
submitting a single request from a game console to a ticket issuing entity, the request containing a game console identity, multiple user identities, and an identity of an online service;
returning a ticket from the ticket issuing entity to the game console, the ticket containing the game console identity and the multiple user identities encrypted with a key associated with the online service;
passing the ticket from the game console to the online service; and
decrypting the ticket at the online service, wherein after the decrypting the authenticity of the multiple users contained in the ticket is trusted.

As discussed above, Walker fails to disclose or suggest authenticating multiple users. Although Stallings discusses authentication, the Stallings reference fails to disclose or suggest submitting a single request from a game console to a ticket issuing entity in which the request contains multiple user identities. Additionally, the combination of Walker and Stallings fails to disclose or suggest authenticating multiple users in the manner recited in claim 6.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 6 is patentable over Walker in view of Stallings. Given that claims 7-15

depend from claim 6, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 16 of the present application recites:

A method comprising:

creating, at a game console, multiple validated user identities (U_1, H_1) , (U_2, H_2) , ..., (U_U, H_U) composed of user identities U_1, U_2, \dots, U_U and associated values H_1, H_2, \dots, H_U derived from the user's key;

forming, at the game console, a request containing an identity string that includes a game console identity X , a game title identity G , the multiple validated user identities, and an identity A of an online service, as follows:

$$\text{Request} = [X, G, A, (U_1, H_1), \dots, (U_U, H_U)];$$

submitting the request from the game console to a ticket issuing entity;

creating, at the ticket issuing entity, a ticket containing the identity string and a session key K_{XA} encrypted with a key K_A associated with the online service, as follows:

$$\text{Ticket} = E_{K_A}[K_{XA}, X, G, A, U_1, U_2, U_3, U_4];$$

sending the ticket along with the session key K_{XA} from the ticket issuing entity to the game console;

passing the ticket from the game console to the online service along with data encrypted using the session key K_{XA} ; and

verifying the ticket at the online service by decrypting the ticket using the online service key K_A , extracting the session key K_{XA} from the decrypted ticket, and decrypting the data from the game console using the session key K_{XA} .

As discussed above, Walker fails to disclose or suggest authenticating multiple users as recited in claim 16. Further, Walker fails to disclose or suggest "forming, at the game console, a request containing an identity string that includes a game

console identity X, a game title identity G, the multiple validated user identities, and an identity A of an online service”, as recited in claim 16. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “forming, at the game console, a request containing an identity string that includes a game console identity X, a game title identity G, the multiple validated user identities, and an identity A of an online service”. Additionally, the combination of Walker and Stallings fails to disclose or suggest forming a request in the manner recited in claim 16.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 16 is patentable over Walker in view of Stallings. Given that claims 17-25 depend from claim 16, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 26 of the present application recites:

A method for operating a game console, comprising:
submitting a request to a ticket issuing entity, the request containing multiple user identities and an identity of an online service; and
receiving a single ticket from the ticket issuing entity that can be used to authenticate the multiple user identities to the online service.

As discussed above, Walker fails to disclose or suggest “submitting a request to a ticket issuing entity, the request containing multiple user identities” as recited in claim 26. Further, Walker fails to disclose or suggest “receiving a single ticket from the ticket issuing entity that can be used to authenticate the multiple user identities”, as recited in claim 26. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “submitting a request to a ticket

issuing entity, the request containing multiple user identities” and “receiving a single ticket from the ticket issuing entity that can be used to authenticate the multiple user identities”, as recited in claim 26. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of operation recited in claim 26.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 26 is patentable over Walker in view of Stallings. Given that claims 27-31 depend from claim 26, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 32 of the present application recites:

A method for operating a game console, comprising:
submitting a request to a ticket issuing entity, the request containing multiple user identities and an identity of the game console; and
receiving a single ticket from the ticket issuing entity that can be used to authenticate the multiple user identities and the game console.

As discussed above, Walker fails to disclose or suggest “submitting a request to a ticket issuing entity, the request containing multiple user identities and an identity of the game console” as recited in claim 32. Further, Walker fails to disclose or suggest “receiving a single ticket from the ticket issuing entity that can be used to authenticate the multiple user identities and the game console”, as recited in claim 32. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “submitting a request to a ticket issuing entity, the request containing multiple user identities and an identity of the game console” and “receiving a single ticket from the ticket issuing entity that can be used to

authenticate the multiple user identities and the game console”, as recited in claim 32. Additionally, the combination of Walker and Stallings fails to disclose or suggest the operation recited in claim 32.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 32 is patentable over Walker in view of Stallings. Given that claims 33-36 depend from claim 32, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 37 of the present application recites:

A method comprising:
receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console and an identity of a third party;
generating a single ticket to be used to authenticate the multiple user identities to the third party; and
returning the ticket to the game console.

As discussed above, Walker fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console” as recited in claim 37. Further, Walker fails to disclose or suggest “generating a single ticket to be used to authenticate the multiple user identities”, as recited in claim 37. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console” and “generating a single ticket to be used to authenticate the multiple user identities”, as recited in claim

37. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 37.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 37 is patentable over Walker in view of Stallings. Given that claims 38-42 depend from claim 37, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 43 of the present application recites:

A method comprising:
receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console; and
issuing a single ticket to be used to authenticate the multiple user identities.

As discussed above, Walker fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console; and issuing a single ticket to be used to authenticate the multiple user identities” as recited in claim 43. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console; and issuing a single ticket to be used to authenticate the multiple user identities”, as recited in claim 43. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 43. Accordingly, for at least these reasons,

Applicant respectfully submits that claim 43 is patentable over Walker in view of Stallings.

Claim 44 of the present application recites:

A method comprising:
receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console and an identity of the game console; and
issuing a single ticket to be used to authenticate the multiple user identities and the game console.

As discussed above, Walker fails to disclose or suggest authenticating multiple users. In particular, Walker fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console and an identity of the game console” as recited in claim 44. Further, Walker fails to disclose or suggest “issuing a single ticket to be used to authenticate the multiple user identities and the game console”, as recited in claim 44. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “receiving a request from a game console, the request containing multiple user identities of multiple users who are playing at the game console and an identity of the game console” and “issuing a single ticket to be used to authenticate the multiple user identities and the game console”, as recited in claim 44. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 44. Accordingly, for at least these reasons, Applicant respectfully submits that claim 44 is patentable over Walker in view of Stallings.

Claim 59 of the present application recites:

A computer-readable medium for a game console comprising computer-executable instructions that, when executed, direct the game console to:

create multiple validated user identities $(U_1, H_1), (U_2, H_2), \dots, (U_U, H_U)$ composed of the multiple user identities U_1, U_2, \dots, U_U and associated values H_1, H_2, \dots, H_U derived from the user's key;

form a request containing a game console identity X , a game title identity G , the multiple user identities, and an identity A of an online service, as follows:

Request = $[X, G, A, (U_1, H_1), \dots, (U_U, H_U)]$; and

submit the request to a ticket issuing entity over a network.

As discussed above, Walker fails to disclose or suggest a game console that forms “a request containing a game console identity X , a game title identity G , the multiple user identities, and an identity A of an online service” as recited in claim 59. Although the Stallings reference discusses authentication, Stallings fails to disclose or suggest a game console that forms “a request containing a game console identity X , a game title identity G , the multiple user identities, and an identity A of an online service”, as recited in claim 59. Additionally, the combination of Walker and Stallings fails to disclose or suggest the cited portion of claim 59.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 59 is patentable over Walker in view of Stallings. Given that claims 60-63 depend from claim 59, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 64 of the present application recites:

A computer-readable medium comprising computer-executable instructions that, when executed, perform operations comprising:

receive a request from a game console, the request containing an identity string that includes a game console identity X, a game title identity G, multiple user identities $(U_1, H_1), \dots, (U_U, H_U)$, and an identity A of an online service, as follows:

$\text{Request} = [X, G, A, (U_1, H_1), \dots, (U_U, H_U)];$ and

generate a ticket containing the identity string and a session key K_{XA} together encrypted with a key K_A associated with the online service, as follows:

$\text{TicketA} = E_{K_A}[K_{XA}, X, G, A, U_1, U_2, \dots, U_U];$ and

return the ticket to the game console.

As discussed above, Walker fails to disclose or suggest “receive a request from a game console, the request containing an identity string that includes a game console identity X, a game title identity G, multiple user identities $(U_1, H_1), \dots, (U_U, H_U)$, and an identity A of an online service”, as recited in claim 64. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “receive a request from a game console, the request containing an identity string that includes a game console identity X, a game title identity G, multiple user identities $(U_1, H_1), \dots, (U_U, H_U)$, and an identity A of an online service”, as recited in claim 64. Additionally, the combination of Walker and Stallings fails to disclose or suggest the operations of claim 64.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 64 is patentable over Walker in view of Stallings. Given that claims 65-68 depend from claim 64, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 69 of the present application recites:

A game console, comprising:
a memory; and
a processor coupled to the memory, the processor being configured to obtain authentication of multiple users of the game console together in a single request/reply exchange with an authentication entity.

As discussed above, Walker fails to disclose or suggest the authentication of multiple users in a single request/reply exchange, as recited in claim 69. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest the authentication of multiple users in a single request/reply exchange. Additionally, the combination of Walker and Stallings fails to disclose or suggest the operations of claim 69.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 69 is patentable over Walker in view of Stallings. Given that claims 70-71 depend from claim 69, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings for at least the reasons discussed above.

Claim 72 of the present application recites:

A system, comprising:
a ticketing issuing entity;
a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities and an identity of an online service; and
the ticket issuing entity being configured to generate a single ticket that can be used by the game console to authenticate the multiple user identities to the online service.

As discussed above, Walker fails to disclose or suggest authenticating multiple users. In particular, Walker fails to disclose or suggest “a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities and an identity of an online service” as recited in claim 72. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities and an identity of an online service”, as recited in claim 72. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 72. Accordingly, for at least these reasons, Applicant respectfully submits that claim 72 is patentable over Walker in view of Stallings.

Claim 73 of the present application recites:

A system, comprising:
a ticketing issuing entity;
a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities; and
the ticket issuing entity being configured to generate a single ticket that can be used by the game console to authenticate the multiple user identities to a third party.

As discussed above, Walker fails to disclose or suggest authenticating multiple users. In particular, Walker fails to disclose or suggest “a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities” as recited in claim 73. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities”, as recited in claim 73. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 73. Accordingly, for at least these reasons, Applicant respectfully submits that claim 73 is patentable over Walker in view of Stallings.

Claim 74 of the present application recites:

A system, comprising:
a ticketing issuing entity;
a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities and an identity of the game console; and
the ticket issuing entity being configured to generate a single ticket that can be used by the game console to authenticate the multiple user identities and the game console to a third party.

As discussed above, Walker fails to disclose or suggest authenticating multiple users. In particular, Walker fails to disclose or suggest “a game console configured to submit a request to the ticket issuing entity, the request containing multiple user identities and an identity of the game console”, as recited in claim 74. Although Stallings discusses authentication, the Stallings reference also fails to disclose or suggest “a game console configured to submit a request to the ticket

issuing entity, the request containing multiple user identities and an identity of the game console”, as recited in claim 74. Additionally, the combination of Walker and Stallings fails to disclose or suggest the method of claim 74. Accordingly, for at least these reasons, Applicant respectfully submits that claim 74 is patentable over Walker in view of Stallings.

Claims 45-58 stand rejected under 35 U.S.C. §103(a) as being unpatentable over Walker in view of Rackman (U.S. Patent No. 5,592,651) and Stallings. Applicant respectfully submits that claims 45-58 are patentable over Walker in view of Rackman and Stallings.

The Rackman reference discloses a system for limiting the number of different video game machines on which a cartridge may be played so as to effectively inhibit the conduct of a cartridge rental business. (See Rackman Abstract). However, Rackman fails to disclose or suggest authenticating multiple users in a single request/reply exchange.

Claim 45 of the present application recites:

A method for manufacturing a game console, comprising:
constructing a game console with associated authentication information; and
storing the authentication information in a database to be used for authenticating the game console and multiple users of the game console after the game console is released from manufacturing.

As discussed above, the combination of Walker and Stallings fails to disclose or suggest authenticating multiple users of a game console. The Rackman reference fails to remedy the deficiencies of Walker and Stallings. Accordingly, the

combination of Walker, Stallings and Rackman fails to disclose or suggest “storing the authentication information in a database to be used for authenticating the game console and multiple users of the game console after the game console is released from manufacturing”, as recited in claim 45.

Thus, for at least these reasons, Applicant respectfully submits that claim 45 is patentable over Walker in view of Stallings and Rackman. Given that claims 46-51 depend from claim 45, Applicant respectfully submits that those claims are likewise allowable over Walker in view of Stallings and Rackman for at least the reasons discussed above.

Claim 52 of the present application recites:

A method for validating an authenticity of a game console and multiple users of the game console, comprising:

receiving, from the game console, authentication information that is associated with the game console at a time of manufacturing; and
evaluating the authentication information to determine whether the game console is valid.

As discussed above, the combination of Walker and Stallings fails to disclose or suggest authenticating multiple users of a game console. The Rackman reference fails to remedy the deficiencies of Walker and Stallings. As such, the combination of Walker, Stallings and Rackman fails to disclose or suggest validating an authenticity of a game console and multiple users of the game console, as recited in claim 52.

Accordingly, for at least these reasons, Applicant respectfully submits that claim 52 is patentable over Walker in view of Stallings and Rackman. Given that claims 53-58 depend from claim 52, Applicant respectfully submits that those


claims are likewise allowable over Walker in view of Stallings and Rackman for at least the reasons discussed above.

Conclusion

Claims 1-74 are in condition for allowance. Applicant respectfully requests reconsideration and issuance of the subject application. Should any matter in this case remain unresolved, the undersigned attorney respectfully requests a telephone conference with the Examiner to resolve any such outstanding matter.

Respectfully Submitted,

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